

THE OFFICIAL

STAR TREK®

FACT FILES 150



Bajor and the Emissary
The influence of a religious icon

Profile on Ishka
A most remarkable Ferengi



Deadly danger on Tarok
Kazon training moon traps



Kirk meets the Kelvans
Conquerors from another Galaxy

Deanna Troi: Life & Career
The adventures of the ship's counselor

SON'A MISSION SCOUT SHIP
Detailed plans of Ru'afo's main bridge

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THE OFFICIAL STAR TREK® FACT FILES



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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 10

TAROK



STAR SYSTEMS

Kazon sects have secret training bases at discrete locations, such as the Kazon-Ogla's barren Class-M moon of Tarok. These bases are filled with deadly booby traps and other hidden dangers.

The intense rivalry between Kazon sects creates a fluid state of affairs within their race. In order to prepare themselves for battle with other sects and unwelcome outsiders, the differing Kazon groups equip and jealously guard various training grounds that will either prepare new initiates for battle or enhance the skills of their present warriors. The Kazon tactic of using live weapons secreted about their training areas, however, creates a potentially lethal environment for any non-Kazon encountering such a base. This situation is experienced by **Commander Chakotay**, and later by an away team from the **U.S.S. Voyager NCC-74656**, on **Stardate 49005**.

The Kazon-Ogla sect utilize **Tarok**, a **Class-M** moon deep in their territory, as a training base. The location of the moon is secret, although it does not have any protective shielding or cloaking equipment to hide

its existence. From space, an approaching vessel would detect intense radiothermic interference from the subterranean energy sources used to power the complex, although discrete signals also reveal the existence of carefully concealed weapons systems.

Total destruction

The correct Kazon classifications for these weapons are **proton beams**, **biomagnetic traps**, and **disrupter snares**. Starfleet vessels such as *Voyager* can detect the signatures of **phaser banks**, forcefields, and **proton dischargers** from orbit, but the exact nature of the Kazon booby traps may not be apparent to those who have no prior experience of the race.

The exact location of the individual weapons is difficult to pinpoint due to the radiothermic interference given off by the planet. This also prevents communication between the moon's surface and vessels in orbit. The interference can only be counteracted with a dampening field powerful enough to cut through the radiation.

A further danger to uninformed visitors is that every single unit on the planet can be made to self-destruct by a single remote command from the Kazon-Ogla **maje**, destroying the entire surface of the moon. Such potential demonstrates just how destructive and dangerous Kazon technology can be, despite the fact that it



▶ The first maje of the Kazon-Ogla possesses a remote control device capable of activating all weapons on the training moon, obliterating its surface.

Moon Tarok

Class M

Quadrant Delta

Also known as Kazon-Ogla training base

Surface The surface of the moon is barren and rocky.

Features The moon's surface emits radiothermic interference, thought to be produced by underground energy sources.

Booby traps Tarok is used as a training base for young members of the Kazon-Ogla clan. Numerous booby traps have been planted across the planet, all of which are difficult to detect, and many are lethal.

Starship Log STAR TREK: VOYAGER 'Initiations'

SAFELY HIDDEN

Invisible dangers

The deadly accuracy and effective camouflage of the Kazon base's weapon systems is most apparent on the barren surface of the moon. Starfleet tricorders may give a general indication of power outputs in certain areas, but the signals can be distorted by radiothermic interference, fooling an approaching party and leading them straight into the path of the deadly weapons. Booby traps such as biomagnetic snares and disruptor snares are flexible enough to work on an individual or group. Such traps cannot be detected by Starfleet tricorders and are sprung after the party has passed a certain point, capturing the victims within a shimmering green forcefield.



▶ Many of the moon's booby traps do not register on a standard Starfleet tricorder.



▶ The Kazon-Ogla have some idea of the layout of the traps, and therefore of how to avoid them.

▶ One trap activates a forcefield, which encircles its victims. Once trapped, captives may find it impossible to escape.



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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 10

TAROK



STAR SYSTEMS

Some of the booby traps are designed to incarcerate rather than destroy, and are activated by a microgenerator.



is not as advanced as that of Starfleet.

Walking across the surface of the moon is like walking across a minefield. Hazards include directed energy proton beams, placed inside many of the rockfaces; the narrow green continuous beam fires through a drilled hole as soon as motion is detected.

The weapons are extremely accurate and fast. They can react to an object as small as a hand-thrown rock and destroy it in mid-air. No detection warning is given – the last thing the victim hears is the screeching electronic tone emitted as the weapon is activated.

Proton beams are

designed to kill an intruder, but other booby traps are intended to incarcerate and secure an attacker, such as the biomagnetic traps and disrupter snares. These traps are sprung as the target walks past a detection point, which activates a bright green electronic field.

Ensnared

The biomagnetic forcefield works in two stages. On activation, it quickly expands and thins to form a transparent, shimmering, green-colored dome over the intruders. An electronic whine accompanies this part of the procedure. At the second stage, the enveloping green canopy disappears to leave the trapped occupants with a completely clear field of vision.

Only a low, throbbing hum reminds the prey of their predicament, while communication outside of the containment bubble is

rendered impossible by a nearby microgenerator built into the rocks, which acts as both a detector unit and transmission system for the containment field.

Taking the form of a small raised silver disk set onto a black base, the device is attached out of obvious sight. Its location within a cranny of the rockface is extremely advantageous, allowing a clear line of projection for the initiated energy field. When operational, the lower slot and two outside holes set into the unit flash with small green lights, giving a clear visual indication of its active condition.

Escape is possible

It is possible to escape such a booby trap, however; the containment field can be penetrated by remodulating a phaser beam to a higher frequency output. This will punch a hole through it and destroy the

microgenerator, whose exposed surface now proves a disadvantage.

Nevertheless, the numerous booby traps on the Kazon training bases make them hazardous areas, even to visitors with more advanced technology. Any race, apart from the experienced Kazon-Ogla males, should avoid them altogether.

GALAXY FACTS

In 2364, the U.S.S. *Enterprise NCC-1701-D* is ensnared within an ancient booby trap from the Tkon Empire. The starship is immobilized while pursuing a Ferengi vessel, which is also frozen within an energy beam.

The ancient Menthar race developed a deadly booby trap by deploying acetone assimilators within an asteroid field. This trapped a Promellian Vessel.

Young Kazon-Ogla males have to earn the right to their 'Ogla name' through warrior prowess. They are trained on deadly bases such as Tarok, and must hone their skills by surviving on the moon's dangerous surface. The Kazon-Ogla named Kar has undergone extensive training on Tarok, and so has had some experience in avoiding its hidden traps and concealed weapons.



KAZON TERRITORY

Dangerous escort

In 2372, Commander Chakotay is forced to crashland a shuttle on Tarok. His only other companion on the barren moon is Kar, a young Kazon-Ogla boy who was ordered to kill the Starfleet officer. Chakotay has little choice but to trust Kar to escort him safely past the dangers of the training base.



Commander Chakotay saves the life of a young Kazon-Ogla boy who wants to make the Starfleet officer his first kill. Soon afterward, his shuttle crashes on Tarok.



Kar demonstrates the hidden dangers of Tarok by throwing a small rock at a booby trap hidden within the rocks. This activates a deadly proton beam.

After Kar's demonstration, Chakotay realizes that he has little choice but to allow the Kazon boy to lead him to the safety of a cave. The commander's Starfleet technology is of little use to him here, deep within the heart of Kazon-Ogla territory – he and Kar must use their wits to survive.



An away team from the U.S.S. *VOYAGER* beam down to Tarok's surface to find their missing colleague. A Kazon-Ogla group offer to escort them around the moon's hidden weapons, but instead lead them into a deadly trap.



The Guide to the STAR TREK Galaxy

FILE 10 CARD 3A



BAJOR AND THE EMISSARY

The foretelling of the Emissary, like many of Bajor's ancient religious texts, is open to interpretation, but few Bajorans suspect that this figure of prophecy will turn out to be a Starfleet officer.

The spiritual culture and sophisticated religion of Bajor has lasted for millennia, and the Bajoran people find a great deal of religious significance in their everyday lives. An integral facet of Bajoran life is a belief in the Prophets, the Bajoran gods who reside within the Celestial Temple.

As the Bajoran religion developed, the prophesy of the Emissary came into being. This tenet of their theology stated that a person — “one who was not of Bajor” — would arrive at a time of crisis for its people and lead them into the future. This figure would be the Emissary of the Prophets, and through his words and deeds, the Bajoran gods would address the people. It was also prophesied that the Emissary would be the one who would save the Bajoran people and unite their world by finding the Celestial Temple.

Myth and legend

The Emissary's place in Bajoran religion ranks even higher than that of the planet's religious leader, the **kai**, who is elected from Bajor's **Vedek Assembly**.

Over the centuries, the texts and mythology surrounding the concept of the Emissary grew, gathering layers of meaning and countless levels of interpretation hidden within the writings of monks and vedeks. It is not until the

year 2369, however, that the Emissary actually arrives.

In 2369, Bajor's long occupation by the forces of the **Cardassian Union** finally comes to an end, and the planet sets up a provisional government that requests the help of the **United Federation of Planets**. Starfleet sends a crew, lead by **Commander Benjamin Sisko**, to take command of space station **Deep Space Nine**, as a precursor to Bajor's eventual induction into the Federation.

Commander Sisko immediately acts upon

his duty to help ready the planet for Federation membership. He visits **Kai Opaka**, the spiritual leader of the planet, to express his concerns that Bajor's populace may tear itself apart through infighting. Opaka is well schooled in the wisdom of the Prophets, and tells Sisko that he is the Emissary. She informs the incredulous Starfleet officer that it is his destiny to find the Celestial Temple and make contact with the Prophets. The commander is naturally skeptical, but later he does locate the home of the Prophets — a wormhole



▲ Spiritual obligations

The Emissary is an important figure to young and old Bajorans alike. They expect him to attend events such as the *Gratitude Festival*.

RELUCTANT EMISSARY

Right Man for the job

In 2372, Sisko gives up the role of Emissary to the Bajoran poet **Akorem Laan**, who vanished in the wormhole 200 years earlier and has not aged a day. Akorem considers himself to be the Emissary, as he discovered the Celestial Temple centuries before Sisko. He makes radical changes to Bajoran society, however, creating chaos by restoring the restrictive **D'Jarra** caste system that was abandoned in 2328. Eventually, the Prophets reveal that Akorem was not meant to take the role. They return him to 2172, altering Bajoran history and confirming Sisko as the Emissary.

▼ Early in his posting, Sisko feels more comfortable dealing with Bajor's secular problems, such as mediating the *Paqu/Navot* dispute.



▲ Kai Opaka instantly knows that Sisko is the prophesied Emissary, despite the Starfleet officer's own doubts.

▲ Akorem Laan's discovery of the Celestial Temple in 2172 leads him to believe that he is the Emissary.

GALAXY FACTS

Starfleet are "uncomfortable" with the way in which Benjamin Sisko has allowed himself to be seen as a religious icon by the Bajoran people after becoming their Emissary.

In 2374, Sisko insists that the Gratitude Festival is celebrated, despite the ongoing Dominion war.

inhabited by non-linear alien life forms. This discovery secures his place as the prophesied Emissary in the hearts and minds of the Bajoran people.

Unwilling Emissary

In the early years of his command, Sisko is not wholly committed to his role as the Emissary, and feels torn between his spiritual obligations and his Starfleet duties. He is also troubled by the reverence shown to him by the Bajoran people as he goes about his duties on the station. As the years pass, however, Sisko comes to understand that his relationship with Bajor runs deeper than he first

realized. The Prophets tell him that "the Sisko is of Bajor" and gradually he becomes more comfortable with the role and begins to fulfill the Bajoran people's expectations of him. After an initial hesitance, Sisko begins to undertake numerous duties as Emissary; such as when his presence is requested at Bajoran celebrations such as the **Gratitude Festival**, and at weddings and blessings. In 2373, Sisko even performs a marriage ceremony for **Rom** and **Leeta**, prior to Starfleet's evacuation of **Deep Space Nine**.

In celebration of the Emissary's arrival, the Bajoran people observe

Ha'mara, an annual holiday in which they fast and enjoy a festival of lights.

Trakor's predictions

Many of the ancient texts written about the Emissary come to the fore after Sisko takes on the role, including the 3000-year-old prophecies of **Trakor**. **Trakor's Third Prophecy** predicts the Emissary will

foil the attempts by "vipers ... to peer through the Celestial Temple's gates," and in 2370, Sisko finds himself faced with events that seem to mirror Trakor's prediction. The words of the long-dead Bajoran monk sprang from his visions in the presence of the **Orb of Change**. This Orb also gave Trakor a Fourth Prophecy, one more

Prophetic discovery
In 2373, the Emissary's *pagh'tem'fah* visions help him to track down B'hala. This fulfills Zocal's **Third Prophecy**, which states that the lost city will be found by someone touched by the Prophets.

Public figure
Sisko gradually learns to accept the love and devotion of the Bajorans.

Vipers of prophecy
Trakor's prophesied "vipers" seem to arrive in the form of Cardassians.

directly focused on the Emissary, which suggests that he will be sorely tested and face a fiery trial. The first half of this prophecy may be interpreted as the coming of the war with the **Gamma Quadrant's Dominion**. This is a dark period for the entire **Alpha Quadrant** and Sisko, along with the rest of his colleagues in Starfleet, is indeed sorely tested. The second half of Trakor's Fourth Prophecy, describing a fiery trial may be interpreted as referring to Sisko's final battle against **Gul Dukat** and the **Pah-wraiths**, which takes place in **Bajor's fire caves**.

Another ancient text that speaks of the Emissary's role in Bajor's future is **Zocal's Third Prophecy**. Zocal discusses the lost city of **B'hala**, which has been missing for ten millennia. The writings claim that only someone who has been touched by the Prophets will be able to rediscover B'hala. In 2373, Sisko suffers painful visions known as *pagh'tem'fah*, which lead him to the resting place of the fabled lost city. The visions also urge Sisko to disrupt Bajor's entry into the Federation, an act which ultimately protects the world in the early stages of the Dominion war, when a vast fleet of **Jem'Hadar Warships** pass harmlessly over the planet as it is not a member of the Federation. This action also serves to finally prove to Sisko that he is the Emissary of Bajor.



The Guide to the STAR TREK Galaxy

FILE 10

CARD 3A

BAJOR AND THE EMISSARY



Public figure
Sisko gradually learns to accept the love and devotion of the Bajorans.

Vipers of prophecy
Trakor's prophesied "vipers" seem to arrive in the form of Cardassians.



Ha'mara, an annual holiday in which they fast and enjoy a festival of lights.

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FACING EVIL

Opposition

As Emissary of Bajor, Benjamin Sisko finds himself faced with new adversaries. Kai Winn, for example, has trouble accepting that someone is closer to the Prophets than she, especially an offworlder. Sisko also faces the terrible wrath of the Prophets' evil counterparts, the Pah-wraiths, who briefly take possession of his son, Jake Sisko, during the Reckoning. This leads the commander to question where his destiny truly lies. Cast into an uncertain arena, Sisko is initially a reluctant Emissary, but he nevertheless fulfils his role and, at the end of the Dominion war, leaves his friends and family on **Deep Space Nine** to join the Prophets in the Celestial Temple.



The Pah-wraiths, the evil counterparts of the Prophets, possess Jake Sisko, the Emissary's son, and use him as their corporeal vessel.

Bajor's religious leader, Kai Winn, makes it clear from the start that she has very little faith in Bajor's 'offworld' Emissary.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 114



OTHER GROUPS
AND RACES

THE KELVANS

Members of the highly intelligent Kelvan race are given their first, overwhelming taste of feelings and emotions when they assume human form and take control of the *U.S.S. Enterprise NCC-1701*.

The planet **Kelva**, located deep inside the spiralling Andromeda Galaxy, is home to the **Kelvans**, one of the universe's most intellectually developed races. In their natural state, they are immense beings with a hundred tentacle-like limbs, each one capable of carrying out a different task. The Kelvans long ago discarded any emotion or perceptive sense – such as smell, taste, and hearing – that might impede their intellectual progress. Even their tactile abilities are rudimentary. Nature's

lack of discipline disturbs them, and they best appreciate the remorseless logic of mathematical equations.

Code of honor

Consequently, the Kelvans are unfamiliar with such concepts as cooperation and compassion, and demand that other, "inferior" races passively submit to their will. The Kelvan Empire has a similarly inflexible social structure: every citizen must conform to a code of honor which even Kelvans recognize as "harsh" and "demanding."

Free will and individuality are actively discouraged.

The Kelvans use a number of sophisticated devices to conquer other races. They possess equipment that condenses a being's flesh and mind down to a compact dodecahedron made of a chalk-like substance; these blocks can either be restored to normal, or painlessly crushed. The Kelvans also control their subjects with a paralysis field that selectively neutralizes nerve impulses to the voluntary muscles.

By the late 20th century, the Kelvans realize that in



10 millennia, high levels of radiation will kill off all life in the Andromeda Galaxy. They decide that the only way they can survive is to explore other galaxies and overpower races, exactly as they have been doing throughout Andromeda.

Even though their ships are many times faster than those of the **Federation**,

▲ In 2268, a U.S.S. ENTERPRISE NCC-1701 landing party are lured to an Earth-like planet by two Kelvans, Rojan and Kelinda.

the trip from Andromeda to the Milky Way still takes three centuries. Because the Kelvans' natural life span is little more than that of most humanoid species, the ships they build are multigenerational. The original Kelvan travelers accept the fact that they will never see their final destination, and are prepared to die in the intergalactic void.

Crashlanding

In 2268, the third generation of Kelvans born in space reach the Galactic Barrier that exists at the edge of the Milky Way. Despite the Kelvans' advanced science, their ship is destroyed, and only a life craft containing five passengers survives a

INTERGALACTIC TRAVEL

Through the barrier

The Galactic Barrier, a powerful energy field at the perimeter of the Milky Way, was discovered by the Federation vessel *S.S. Valiant* in 2065. The *U.S.S. Enterprise NCC-1701* first crosses the Galactic Barrier in 2265; three years later, the ship is hijacked by Kelvans who want to return to their home in the Andromeda Galaxy. The invaders force the crew to make the changes necessary for intergalactic travel. Spock and Scotty secretly rig the *Enterprise* to explode on Kirk's command, but the captain decides that their suicide plan is not the answer. Instead, he watches helplessly as Kelvan leader Rojan pushes the vessel past warp 11 enabling it to successfully breach the barrier.

▶ Even with the Kelvans' modifications, the U.S.S. ENTERPRISE still sustains damage to a number of systems when it passes through the Galactic Barrier for a second time.

▼ Imprisoned in a cave, Spock uses an empathic mind-touching technique to confuse Kelinda. In the process, he catches a glimpse of the Kelvans' true appearance.



Designation	Kelva		
Class	Unknown	Quadrant	N/A
Inhabitants	Many-tentacled beings		
Location	Kelva is located in the Andromeda Galaxy, about one million light years away from the Milky Way Galaxy.		
Society	The Kelvan Empire is held together by a strict code of honor.		
Remarks	The Kelvans are a technologically advanced race capable of assuming humanoid form. They have sacrificed their perceptive senses for greater intellectual capability.		
Starship log	STAR TREK: The Original Series 'By Any Other Name'		

OTHER CARDS IN THIS FILE...

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The Original Series.....File 68

GALAXY FACTS

- ▶ There are no flowers on Kelva, only crystals called sahsheer. They form with such rapidity that they seem to grow.
- ▶ The Kelvans use memory tapes to remind themselves of their past.
- ▶ The Kelvans do not consume solid food, but eat small pills, carried in flat pillboxes, that contain all the nutritional elements they require.

▶ *The blocks are the distilled essence of a person's flesh, brain, and personality. Crushing them will actually kill the person they have distilled.*



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 114



OTHER GROUPS
AND RACES

THE KELVANS

crashlanding on an Earth-like planet.

The survivors monitor many starships and decide that the *U.S.S. Enterprise NCC-1701* is "the best of its kind." They send out a distress signal that enables them to capture an *Enterprise* landing party and then take control of the starship. The Kelvans swiftly modify the stolen vessel so that it can pass through the Galactic Barrier and on to Kelva. In order to



▶ *To paralyze their victims, the Kelvans activate a small device on their belts which emits a selective field. This neutralizes all nerve-impulses to the voluntary muscles.*



survive within the *Enterprise*, the Kelvans create and inhabit human shells that have the necessary senses needed to pilot the ship. Discrimination in touch is required to manipulate the *Enterprise's* controls; voices and gestures are used to instruct and command their human captives. They then

turn all but essential personnel into blocks and run the ship by themselves. Gradually, the Kelvans begin to show individuality in their choice of body form, sex, and even clothing – each Kelvan favors a different primary color scheme.

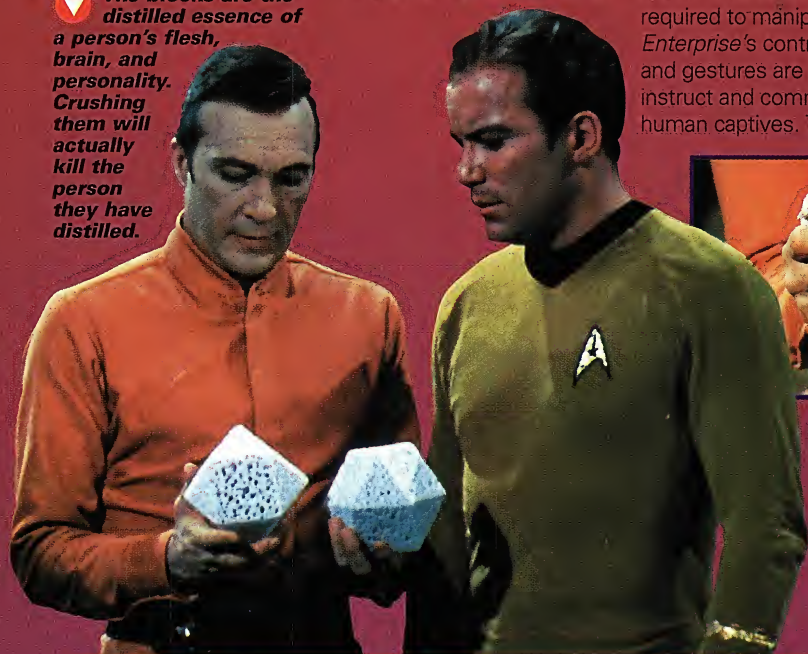
As soon as the *Enterprise* has passed through the barrier, there is little that

needs to be done to keep the ship running properly. For possibly the first time in their lives, the Kelvans have free time; they naturally gravitate toward learning more about the world through their new senses. Food, once consumed solely because the body needed it, is suddenly a gastronomic delight. Alcohol's effects are sampled, and then overindulged. The pleasures associated with affection, such as holding and kissing, are investigated under the guise of research. Spurred on by the machinations of the remaining *Enterprise* crew, the Kelvans experience rage, frustration, and jealousy.

Human values

It does not take long for **Captain James T. Kirk** to point out that the Kelvans are now acting just like humans. By the time these Kelvans return home, their offspring will only have experienced life as human beings; immersed in emotions and sensations, they will be considered alien outsiders by the people on their homeworld. Realizing the truth of these claims, the Kelvans eventually agree to work with the Federation to establish new homeworlds for their people, and a drone ship is sent to Kelva detailing this decision.

The experience of the spacefaring Kelvans is as unique as their species. In a very short space of time, they evolve incredibly rapidly, both physically and psychologically, as they at last learn to appreciate the universe's myriad beauties.



▶ *Rojan punishes Kirk's failed escape plan by having two of the landing party turned into blocks. The Kelvan leader then mercilessly crushes Yeoman Leslie Thompson to death.*



▶ *Montgomery Scott reluctantly sacrifices a "very, very, very old" bottle of scotch whiskey in order to hasten Tomar's intoxication.*

▶ *After being rescued by the U.S.S. ENTERPRISE NCC-1701-D in 2369, Scotty soon makes clear his distaste for the synthehol served in Ten-Forward. Luckily, Data pours him a glass of real Aldebaran whiskey from a bottle Guinan keeps behind the bar.*

FOOD AND DRINK

Scotty sets them up

The Kelvan named Tomar is agreeably surprised by the taste of real food, so Chief Engineer Montgomery Scott wastes no time in also introducing him to the pleasures of alcohol. Tomar's alien constitution has little difficulty coping with full measures of Saurian brandy and Aldebaran whiskey, but he finally loses consciousness when Scotty breaks open a bottle of scotch he had been saving for a special occasion. Even though the engineer has matched Tomar drink-for-drink, he manages to steady himself for long enough to steal the device on the Kelvan's belt.

▶ *In 2375, Kadi monk Tomin abandons a life of sobriety when he discovers the delights of synthehol on the U.S.S. VOYAGER. Neelix does his best to sober Tomin up with cups of coffee.*



Deanna Troi

The half-Betazoid Deanna Troi serves as ship's counselor on board the *U.S.S. Enterprise NCC-1701-D* and *NCC-1701-E*. She is valued by friends and colleagues alike for her empathic abilities, devotion to duty, and the genuine concern she displays for others.

Counselor Deanna Troi is a valued crew member of the *U.S.S. Enterprise NCC-1701-D* and its successor, the *NCC-1701-E*.

She provides emotional support and guidance for the **Federation** flagship's crew, and assists **Captain Jean-Luc Picard** in delicate matters of diplomacy.

Deanna was born in 2336 on **Betazed**. Her father, **Starfleet** officer **Ian Andrew Troi**, died when she was just seven, and she was raised by her mother, **Lwaxana**. Deanna loved her father very much, and recalls the stories of Earth's Ancient West that he read to her. It is revealed many years later that she had an older sibling, **Kestra**, who drowned

while Deanna was a baby. Lwaxana blamed herself for the child's death, and suppressed the memory for many years.

Deanna has a strained relationship with her mother – later the **Betazoid** ambassador to the Federation – who often tries to matchmake for her daughter.

Career path

Upon reaching adulthood, Deanna studied psychology on Betazed and attended **Starfleet Academy** in 2355. She graduated four years later, and accepted the position of ship's counselor aboard the *Enterprise* in 2364, where she quickly proved a hardworking member of the team.

In her role as counselor

PROFILE OF AN OFFICER

NAME: Deanna Troi

LIFE FORM: Human-Betazoid female

STATUS: Counselor, *U.S.S. Enterprise NCC-1701-D* and *NCC-1701-E*

FAMILY: Ian Andrew Troi [father, deceased], Lwaxana Troi [mother], Kestra [sister, deceased]

REMARKS: Deanna values her Betazoid heritage, and will one day inherit her mother's cherished titles and artifacts. She is also a dedicated **Starfleet** officer, following in her father's footsteps.

FIRST SEEN: Encounter at Farpoint [TNG]



▲ Counselor Deanna Troi provides guidance and support for the *U.S.S. ENTERPRISE* crew. Captain Picard greatly values her advice, and appreciates her empathic insights during diplomatic negotiations and first contact missions.

DEANNA'S FAMILY

★ Family memories

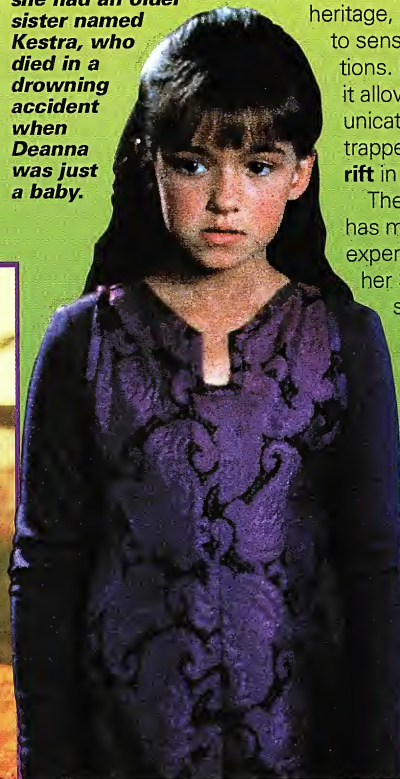
Deanna's father was a human **Starfleet** officer. He died when she was seven years old.

★ Mixed heritage

Deanna was raised by her Betazoid mother, Lwaxana, from whom she inherits her empathic abilities.

★ Dark secret

In 2370, Deanna learns she had an older sister named Kestra, who died in a drowning accident when Deanna was just a baby.



Deanna is often aided by her empathic powers, a legacy of her Betazoid heritage, which allow her to sense strong emotions. For example, it allows her to communicate with aliens trapped in a **Tyken's rift** in 2367.

The counselor has many unusual experiences during her **Starfleet** service, such as when she is impregnated by a noncorporeal life form seeking to understand more about humanity in 2365.

Deanna also demonstrates an aptitude for command. In 2368, she is

OTHER CARDS IN THIS FILE...

- 30A DEANNA TROI:
BETAZOID ABILITIES
- 30B DEANNA TROI AND
WILLIAM T. RIKER
- 30C DEANNA TROI:
SHIP'S COUNSELOR

SEE OTHER FILES...

STAR TREK:
THE NEXT GENERATION...File 69

Deanna Troi



★ Support

Deanna supports her friends through times of crisis, such as when she counsels Lt. Worf after he injures his spine.

the ranking bridge officer when the *Enterprise* is disabled by quantum filaments. Her decisions save the lives of everyone in the stardrive section. This experience, along with a class reunion in 2370 that reveals how far her contemporaries have progressed, prompts her to take field training for command.

Deanna passes the **Starfleet Bridge Officer Examination**, meeting qualifications in bridge operations, diplomatic law, first

"Data, would you like my advice on how to help them?"

— Counselor Deanna Troi



★ Motherhood

In 2365, Deanna is impregnated by an energy being and gives birth to a baby boy, whom she names after her father.

contact procedures, and command situations. Her qualifications are tested in 2371, when she takes the conn during a battle with a renegade **Klingon** ship. She guides the saucer section to land on **Veridian III** after a disastrous **warp core** breach.

Off duty, Deanna enjoys indulging her addiction to chocolate and 'playing' on the **holodeck**. As a legacy of her father's stories, she takes the role of the "mysterious stranger" **Durango** in **Alexander Rozhenko's** Ancient West holodeck program.

Aaron Connor. Deanna also has close relationships with her colleagues. She and **Commander Will Riker** were involved while Deanna was studying on Betazed, but their relationship ended after he left. They remain close friends, and the attraction flares up again in 2375, on the **Ba'ku colony world**. Deanna also embarks on a relationship with the **Klingon Lt. Worf** in 2370, but this does not last long.

The counselor has a close working relationship with **Captain Jean-Luc Picard**, and she shares an occasional exercise class and

gossip with **Dr. Beverly Crusher**. The android **Lt. Commander Data** turns to her for advice on understanding human behavior and Worf often discusses his role as a father with her.

Continuing missions

Deanna transfers to the *U.S.S. Enterprise NCC-1701-E* in 2372. During the **Borg** incursion of 2373, she assists an away team to 21st century Earth, locating warp pioneer **Zefram Cochrane** to ensure his warp flight proceeds as planned. Two years later, she joins the other *Enterprise* senior officers in a revolt against an unjust Federation operation, helping to evacuate the Ba'ku from their village before they can be forcibly removed by a combined **Starfleet-Son'a** force.

It is this dedication to her friends, career, and Starfleet oath that characterizes Deanna Troi.

★ Engaged

According to Betazoid custom, Deanna was betrothed to Wyatt Miller at a young age. As adults, the couple eventually decide to break off the arrangement.

Relationships

Deanna was betrothed at a young age, according to Betazoid custom, to **Wyatt Miller**, but when the time comes for marriage, both partners realize it is not for them. Deanna has a couple of brief romances after this — one in 2366 with **Devinoni Ral**, a freelance negotiator, and another in 2368 with



TROI IN DANGER

Under attack

Deanna Troi faces many dangers during her posting on board the *U.S.S. Enterprise NCC-1701-D*. She is one of the bridge officers abducted by **Q** during the ship's maiden mission to **Farpoint Station**. Later that year she is held captive by the malevolent life form **Armus**. Deanna is twice kidnapped, first by the **Ferengi DaiMon Tog** in 2366, and three years later by a member of the **Romulan underground**, when she is forced to masquerade as a **Tal Shiar** officer. Deanna is also the victim of a psychic attack; she is subjected to telepathic memory invasion by the **Ullian Jev**, and Federation Ambassador **Ves Alkar** attempts to convert the counselor into a receptacle for his negative emotions.

▼ Standing trial

Deanna is abducted by Q during the ENTERPRISE's maiden voyage, to answer for the crimes of humanity.



▶ Kidnapped

Deanna is kidnapped by a Ferengi during shore leave on Betazed, with her mother and Will Riker.



▼ Romulan operative

Troi is forcibly enlisted into the Tal Shiar by a member of the Romulan underground, and is surgically altered.





FILE 49 ROMULAN PERSONNEL

Neral

Neral starts his career as a humble junior officer in the Romulan Guard and steadily climbs to the ranks of proconsul, becoming eventually Praetor of the Romulan Star Empire.

Neral is the Praetor of the **Romulan Star Empire** during his people's unlikely alliance with their former enemies, the **United Federation of Planets** and the **Klingon Empire**. With the fight against the **Dominion** over, Neral now faces the challenge of deciding whether to lead a post-war **Romulus** toward closer ties with its **Alpha Quadrant** neighbors, or back into centuries of mistrust and cold war from behind the **Neutral Zone**. Whatever path he chooses, Neral's leadership may well affect the balance of power between the Federation, Klingon, **Cardassian**, and Romulan forces for several

centuries to come.

Starfleet Intelligence maintains a detailed file on Neral. The information contained within notes that in 2349, his entire immediate family was killed in a Klingon raid. At about the same time, he joined the Romulan Guard and enlisted as a junior officer, or **uhlan**, working his way up through the ranks. Neral's exemplary record prepared him for a career in public service after his discharge from the military. In just a few years, he rose to the prestigious rank of proconsul. The Starfleet report also includes such details as Neral's personal interests in sociology and archeology, his fondness for **Delvan pudding**, and that

PROFILE ON NERAL

NAME: Neral

LIFE FORM: Romulan male

STATUS: Praetor of the Romulan Star Empire.

PREVIOUS POSITIONS: Neral acts on his ambitions to reform Romulus by climbing the ranks from a lowly uhlan to Proconsul.

FAMILY: Starfleet Intelligence's report on Neral states that his family were killed during a Klingon raid in 2349.

AMBITION: Neral is a patriot; he will act only in the best interests of the empire.

FIRST SEEN: 'Unification', Part II [TNG]



▲ Neral plays an important role in two events in Romulan history. The first is his involvement with Senator Pardek, in the betrayal of the Romulan underground movement seeking reunification with Vulcan. The second is his leadership during the Dominion war.

PATRIOT AND REFORMER



★ **Praetor**
Neral rules the Romulan Star Empire as Praetor. He is a loyal servant of Romulus, and will do anything to ensure the protection of his homeworld.

★ **Reforms**
Proconsul Neral appeals to Romulan youths such as D'Tan. The leader accepts the necessity of political and social reform, but he will not go as far as reunification with Vulcan.



★ **Loyalist**
The ancient Romulans left Vulcan two millennia ago. In 2369, Neral and Pardek prevent Ambassador Spock from reuniting the two races.

he has a pet **set'leth** named **Pensho**.

Neral's early political career as proconsul earned him a reputation as a liberal reformer and deadly pragmatist. No one rises to proconsul without the backing of the traditionalists in the Romulan government. Neral raises more than a few eyebrows during his rise to power, however, by stirring up Romulan youth, proposing many reforms and liberal ideas. He plays to the sympathies of the common man by referring to his days as a lowly uhlan.

False promises

In 2368, an associate of Neral's, the well-known liberal **Senator Pardek**, secretly invites the Federation's **Vulcan Ambassador Spock** to Romulus. Pardek introduces Spock to a growing underground political movement committed to reunification with Vulcan.

The Romulan government considers the members of this movement to be enemies of the state. Pardek arranges a covert meeting between Spock and Neral; during the meeting, Neral promises Spock that he will publicly support the idea of open negotiations with Vulcan.

Suspicious

The promise is an apparent victory for the movement, but Spock doubts the sincerity of Proconsul Neral's offer. The Vulcan ambassador believes it is unlikely that a Romulan leader would be ready to abandon his power to support an outlaw movement.

Spock's concerns prove valid; Neral and Pardek betray the Vulcan and his followers, along with **Captain Jean-Luc Picard** and **Lt. Commander Data** of the Federation starship **U.S.S. Enterprise NCC-1701-D**, to **Commander**

Sela, who has been involved in a number of covert Romulan operations against the Federation, as well as in the **Klingon civil war** of 2367.

Neral and Pardek have long plotted this betrayal, and deliver Spock to Sela. She plans to force the ambassador to provide cover for a secret invasion force headed for Vulcan. Fortunately, the plan backfires and the Romulan invasion force is destroyed.

Neral's role and motivation in the failed invasion is unclear at first. His betrayal of Spock, coupled with Pardek's complicity in deceiving his youthful constituents, contradicts the liberal reformist policies that both Neral and Pardek publicly support in the Senate. Yet on closer examination, the actions are not so contradictory. Neral is first and foremost a Romulan patriot, and as such, he wishes to rid Romulus of

OTHER CARDS IN THIS FILE...

2 SELA
4 PARDEK
9 CRETAK

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATIONFile 69
STAR TREK: DEEP SPACE NINEFile 70

Neral



★ Enemies of the Star Empire

As proconsul, Neral remains well informed and is aware that Captain Picard has arrived on Romulus to locate Ambassador Spock.



★ Working together

Neral and Pardek are both loyal Romulan patriots. They believe there is nothing to be gained from reunification with the Vulcans.



★ Planning an invasion

Neral works with devious Romulan operative Sela, sending a Romulan invasion fleet to Vulcan under the banner of peace.

"I've hated titles ever since I was a lowly uhlan in the Romulan Guard." — Neral, appealing to the common man

outdated policies that no longer serve the best interests of the Empire. At the same time, the pragmatic Proconsul sees reunification with Vulcan – appealing though it may be to the common masses – as a threat to the empire. Neral chooses to protect Romulan culture and tradition by betraying those who

would bring in outsiders, while still encouraging the empire to move toward more modern policies. In this context, Neral is a politician interested in perfecting the existing system through change, and not a radical reformer interested in change through revolution or reunification. This philosophy of neither blindly following the party

line, nor mindlessly opposing it, is what sets Proconsul Neral apart from his contemporaries.

Neral is still proconsul when war breaks out between the Federation and the Dominion in 2371. After signing a non-aggression pact with the Dominion, the Romulan Star Empire is content to stand by and watch its long-time enemy, the Federation, fight a losing battle.

New friends, old enemies

In 2374, Neral's close friend and advisor **Senator Vreenak** – a member of the Romulan Senate for 14 years, Secretary to the War Plans Council, Vice President of the elite Romulan intelligences, the **Tal Shiar**, and the negotiator of the non-aggression pact with the Dominion – is assassinated. The death is actually the work of **Elim Garak**, Federation ally and former member of the Cardassian **Obsidian Order**, but the Dominion are framed for the murder. Within hours, Romulan ships attack Dominion positions. The breakdown of the Romulan

treaty with the Dominion brings about the improbable alliance with the Federation, and also presages Neral's rise to leadership of the Romulan Star Empire.

Time for reform

The powerful **Romulan Continuing Committee** selects Neral as the new Praetor soon after entering the war. Under Neral's leadership, Romulus explores tentative relations with its new Federation allies, going so far as inviting a Federation delegation to a conference on Romulus in 2375. Neral's concept of pragmatic reform is exactly what the Romulan Star Empire needs, as it faces the formidable forces of the **Jem'Hadar** shoulder-to-shoulder with the Klingon Empire and the Federation.

It is a time when the views of the Romulan old guard do not apply. The measured doses of idealism, realism, and patriotism of a man like Neral are needed to ensure the Romulan people a measure of stability.

A SHAKY ALLIANCE

Romulan Continuing Committee

In 2375, Neral is selected as the new Praetor by the **Romulan Continuing Committee**. It is perhaps hoped that his qualities as a forward-thinking politician and a loyalist will safely guide the empire through its new alliance with the Federation during the Dominion war. These new relations are sorely tested, however, when Neral invites a Federation delegation to a conference on Romulus. Evidence is put before the Continuing Committee of a plot to assassinate Chairman Koval by a Federation organization known as Section 31. It is too early to tell if the incident will affect future Federation-Romulan relations.

★ Important seat

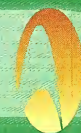
As Praetor, Neral sits at the head of the powerful Romulan Continuing Committee.



★ Judgment

Senator Cretak is implicated in the plot against Senator Koval. It falls upon the Praetor to pass the continuing committee's judgment against her. She is found guilty of treason against the state, and Neral informs her that her sentence will be determined at a later date.





FILE 51 FERengi PERSONNEL

Ishka

Ishka, mother of Quark and Rom, shatters the mold of a Ferengi female by wearing clothes, talking to strangers, and making a tidy profit as she changes perceptions about her gender.

Ishka, daughter of **Adred**, wife of **Keldar**, and mother to **Quark** and **Rom**, is an unconventional **Ferengi** female. She refuses to chew her sons' grubs before serving them, but she does sharpen Quark's teeth. She talks to strangers and wears clothes – rights that are normally denied Ferengi women. Most dramatically, Ishka has the “lobes for business,” unlike her late, soft-hearted husband.

From Quark's perspective, Ishka's constant hen-pecking prevented his father Keldar from ever making much profit. Ishka – or **Moogie**, as her sons affectionately call her – saw Keldar as a lobeless failure, but a good husband and a wonderful father, for which she loved him. She tried to help Keldar by giving him financial advice, but he

ignored Ishka.

After Ishka is widowed and her sons have left home, she goes into business for herself. Using part of her monthly stipend from Quark, Ishka invests in a high quality **Hupyrian beetle** farm. The ambitious female makes a good profit of three bars of **gold-pressed latinum**, which she tries to hide, but the **Ferengi Commerce Authority** discover her crime. This is only a fraction of Ishka's total earnings from numerous transactions made all over the Ferengi Alliance, under dozens of aliases. Ishka spends her profits on jewelry, trinkets, and other artifacts.

Criminal activities

Quark is charged with improper supervision of a family member and held

PROFILE ON ISHKA

NAME: Ishka

LIFE FORM: Ferengi female

FAMILY: Keldar [husband, deceased], Quark and Rom [sons], Nog [grandson]

SIGNIFICANT OTHER: Ishka and Ferenginar's Grand Nagus Zek fall deeply in love.

BUSINESS SENSE: Ishka has a talent for acquiring profit, and she offers sound financial advice.

FIRST SEEN: 'Family Business' [DS9]

Ishka is a Ferengi female who ignores her society's prohibitions. She wears clothes, makes deals, and acquires profit. Her son Quark often disapproves of her feminist leanings.



FAMILY UPS AND DOWNS

★ Moogie

*Ishka is affectionately nicknamed **Moogie** by her two sons. Quark still turns to his mother for comfort by putting his head in her lap.*



★ Returning home

Quark and Rom scurry back to Ferenginar when they learn of their mother's illegal business acquisitions.



accountable for his mother's 'crimes.' Ishka is as stubborn as her son, however, and refuses to sign a confession as she believes she has as much right to earn profit as any Ferengi male. Finally, fooled by Rom into believing that Quark will let her keep her profits, Ishka relents and signs the confession. She only reveals a third of the

profits she has made, however, keeping the remainder carefully hidden.

During the **Global Tongo Championships**, Ishka competes in the sub-basement with the rest of the Female Division. Word filters down that **Grand Nagus Zek** is having a little trouble in the **Golden Masters Division**, and Ishka anonymously sends

him a note with some pointers to firm up his play, helping Zek to win for the 27th year in a row. The couple begin a regular correspondence and the letters become the highlight of Zek's day. He is shocked when he learns that his penpal is a female, but recovers quickly. The couple begin to meet in secret at Ishka's house, where she wears clothes in front of the adoring grand nagus.

Sabotaged

When the elderly Zek's formidable financial brain begins to falter, Ishka readily supplies her lover with business advice, which he uses in secret. At first, Quark is delighted, hoping

★ Filling Moogie's shoes

When Ishka falls ill and fails to meet with Zek's supporters, Quark dresses as a female and takes his mother's place.

OTHER CARDS IN THIS FILE...

- 1 QUARK: LIFE BEFORE DEEP SPACE NINE
- 5 GRAND NAGUS ZEK

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70

Ishka



his mother's lover will help him get his revoked business license reinstated. When this ploy fails, the conniving **Ferengi Liquidator Brunt** tricks the **Deep Space Nine** barkeep into deliberately sabotaging his mother's romance. Quark convinces Zek that Ishka is plotting to establish equal rights for Ferengi women. Ishka is not prepared to sacrifice her love for Zek, however, or his standing among the Ferengi, to achieve female liberation. She settles for being the power behind the throne, offering advice that helps the Ferengi economy to grow at a record pace. Quark's interference, and the near disaster he creates, is skillfully averted by Ishka, who helps Zek to continue to remain focussed on his duties.

★ Kidnapped

When Ishka is kidnapped by the Dominion she manages to discuss business with her Vorta captor.

In 2374, Ishka persuades Zek to send her to **Vulcan** so that she can have her ears surgically raised, making them firmer than they have been in over a century. During the journey, Ishka's transport ship is captured by the **Dominion**. Zek demands that Quark and Rom rescue their mother and offers them a sizable reward. During captivity, Ishka, as usual, makes the most of the situation, filling in her **Vorta** captor, **Yelgrun**, on how to create a diversified financial portfolio by investing in **Hipecate** futures – the root is so versatile.

Revolutionary

Later, in 2374, Ishka supports the grand nagus in introducing a new amendment to the Ferengi constitution that finally gives Ferengi women the right to wear clothes in public. The moment fully clothed females, ready to earn profit, appear on the streets of **Ferenginar**, civil war breaks out. Frenzied buying and selling erupts throughout the Alliance – the entire



★ In love

Grand Nagus Zek falls deeply in love with Ishka after sharing a series of correspondence with her.

★ Financial advice

Unknown to most Ferengi, Zek's memory has begun to fail. Ishka helps him continue ruling Ferenginar by giving financial advice.



infrastructure collapses.

Grand Nagus Zek is deposed, and he and Ishka flee to **Deep Space Nine**. They plan to defend Zek's unprecedented move by showing his supporters that Ishka

is the best financial advisor a nagus ever had, thereby demonstrating that females have the lobes for profit. Ishka fantasizes that one day there will even be a female nagus.

Unfortunately, she has a terrible argument with Quark which causes her to suffer a heart attack. Grievously ill, she is unable to meet with Zek's supporters and back up his claims about Ferengi females. A guilt-ridden Quark pretends to be a female in his mother's place and saves the day. Ishka soon recovers and is proud of her son for his willingness to be a daughter for a day.

Ishka continues to influence the direction of Ferengi society. When Zek decides to retire to **Risa**, she convinces him that her son Rom should take over as nagus because, as Zek later puts it, "A new Ferenginar needs a new kind of nagus." No doubt, Ishka will continue to guide her family through the choppy waters of the great financial continuum while enjoying a well-earned retirement with the man she loves.

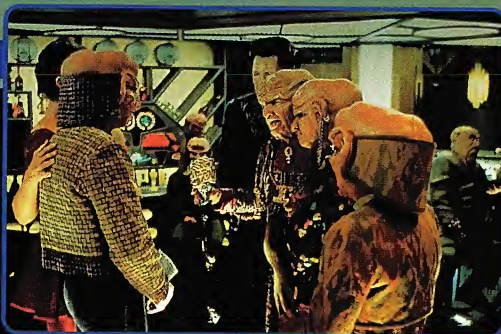
"A female will . . . climb the 40 flights of stairs and take her rightful place as grand nagus."

— Ishka

PROUD MOTHER

Good investments

Ishka loves both her boys: Rom takes after his gentle father, while Quark inherits his mother's business sense. Quark's father buys him his first **Rules of Acquisition** book, but it is Ishka who helps the boy memorize every one of the 285 rules. She gives Quark **Marauder Mo** action figures, advising him that they will be worth more one day if he keeps them in the original packaging.



▲ Grand Nagus Rom

Ishka persuades Zek to hand the title of grand nagus to her son Rom. Zek agrees that Rom is the right man to carry on the reforms he has started on Ferenginar.

◀ Moogie's boy

Quark often disapproves of his mother's actions, but he has Ishka to thank for his profit-acquiring skills.

▼ Quiet child

Ishka loved her husband Keldar very much, but she admits he did not have the lobes for business and that Rom takes after his father.



Tricorder: 2270's

The design evolution of **Starfleet's** tricorder in the 2270's is mostly cosmetic. The form of the actual unit is altered from that of its 2260's predecessor, but its basic functions of sensing, computing, and recording remain the same.

Following the introduction of the original model **tricorder** in the 2260's, rapid design evolutions take place in this versatile piece of **Starfleet** equipment. The unit's basic functions – sensing, computing, and recording, the trio that inspired the name – remain unchanged; the design changes made during the 2270's are more of form than of function.

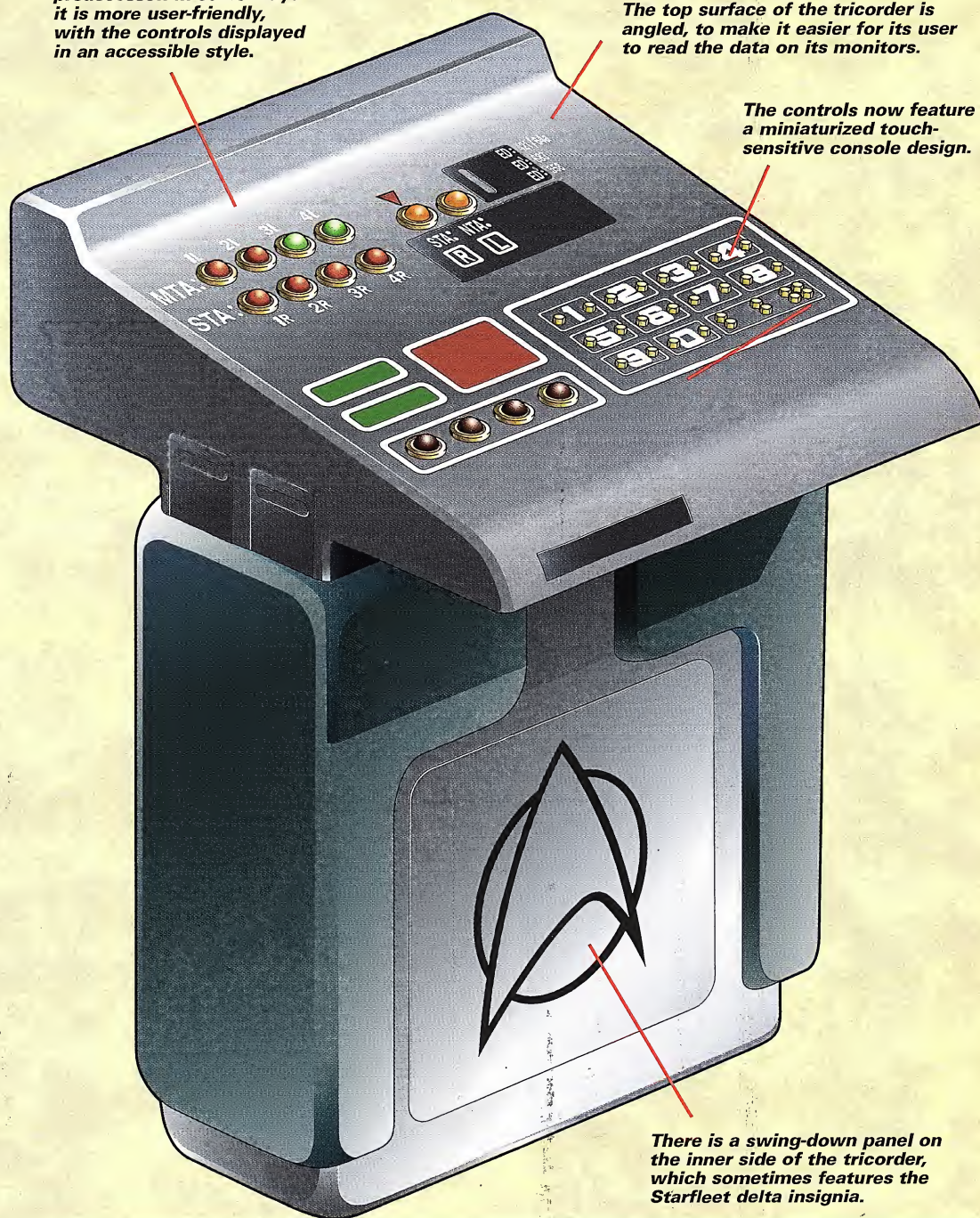
Amid the major shakeup in **Starfleet** uniforms, organization, and equipment that ushers in the 2270's, the tricorder comes in for particular attention. The return of pockets to jumpsuit uniforms and field jackets makes the need for over-the-shoulder carrying straps redundant. Instead, wraparound grip pads are added about the major edges of the one-piece body shell to aid in handling.

Miniature changes

Advances in touch pad controls, pioneered on starship consoles in recent decades, are now miniaturized to the degree of being practical on the tricorder. In contrast to the original design, all control inputs and interfaces on the 2270's unit are now located on the exposed top surface, which is angled so as to provide easy visibility when held. This keeps an almost nonexistent profile with little surface detail.

A simple numeric keypad dominates the interface, with only a few adjoining panels and scanning acknowledgment lights. There is one dedicated monitor screen, but visual output can be imaged on one of the multifunction panels. The 2260's tricorder included its sensor input grid among the hidden face of the instruments, but a multitude of sensors of varying specialty are now located on the projected forward side. These are advantageously placed so as to be automatically in position when

The 2270's tricorder is less box-shaped than its predecessor. In some ways it is more user-friendly, with the controls displayed in an accessible style.

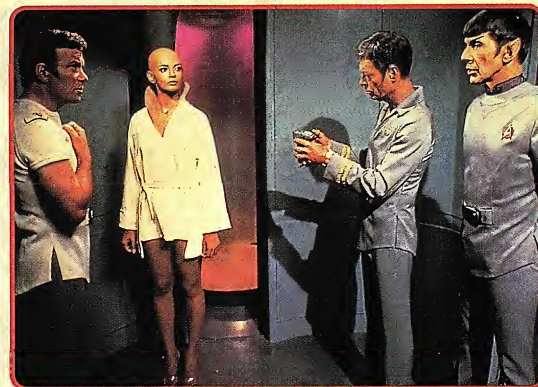


▲ In 2271, Dr. McCoy uses a tricorder to scan a duplicate of the deceased Lt. Ilia. The readings indicate that she is an artificial life form.

The top surface of the tricorder is angled, to make it easier for its user to read the data on its monitors.

The controls now feature a miniaturized touch-sensitive console design.

*There is a swing-down panel on the inner side of the tricorder, which sometimes features the **Starfleet** delta insignia.*



Tricorder: 2270's

the main casing grip is held by the user.

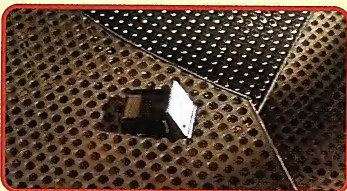
For data storage and handling, the 2270's tricorder incorporates a new thin data chip about 2.5cm square replacing the custom-sized disks of its predecessor. The former type of chips were much smaller again than the old general use microtape wafers. A drive slot for the 2270's square chip is included along the left end of the control panel's rear edge, on the user's side.

Moving parts

In contrast to the two access panels and rotating hood of its predecessor, this model features only one module with movement – a swing-down panel on the user's side, between the finger grip pads. This is sometimes decorated with a Starfleet logo. Storage for the new size data chip is provided by a rack

▶ **Spock uses his tricorder to scan a probe sent by V'GER onto the U.S.S. ENTERPRISE NCC-1701. The probe that materializes on the bridge looks like a column of electrical energy.**

located on the panel's inside face. Cosmetically, a palette change in the basic tricorder case from black to platinum complements the new color schemes elsewhere, with a shell of plastic polymers instead of metal to strengthen the case.



▶ **Lt. Ilia tries to scan the V'GER probe, but it lashes out with a tendril of energy. Only the tricorder remains in her seat.**



▶ **The 2270's tricorder is easy to hold while adjusting the controls, thanks to its black handgrips.**

TRICORDER 2270's



The newly-designed interface features a simple numeric keypad with adjoining panels and scanning acknowledgement lights.

Stylish The 2270's design is quite sleek and stylized. It appears less cumbersome than the 2260's tricorder and comes in an attractive platinum casing.

The black casing of the 2260's is replaced with a platinum casing.

The 2270's tricorder has a sleeker shape in comparison to its box-shaped predecessor.

The over-the-shoulder straps are replaced with black handgrips on either side.





CAPTAIN'S LOG

STARDATE: 45076.3

"We have arrived at LYA STATION ALPHA, with survivors from Solarion IV. Admiral Kennelly has rendezvoused to discuss the Bajoran terrorist attack."

'Ensign Ro'

Captain Jean-Luc Picard reluctantly allows disgraced Bajoran Ensign Ro Laren to serve aboard the *U.S.S. Enterprise NCC-1701-D*. Ro's task is to help prevent further terrorist attacks on Federation outposts near the Cardassian border.

Bajoran terrorists, led by a man named Orta, are held responsible for the destruction of a Federation colony on Solarion IV. Admiral Kennelly orders Captain Jean-Luc Picard to find Orta and persuade him to return to the Bajoran settlement camps. Picard is far from happy when the admiral also demands that disgraced Ensign Ro Laren serve aboard the *U.S.S. Enterprise NCC-1701-D* as Bajoran liaison.

The *Enterprise* reaches the Valo system. Keeve Falor, a Bajoran at the Valo II camp, directs the crew to Orta's base on the third moon of Valo I. Ro Laren later beams off the *Enterprise* and cuts a deal with the rebel leader. Members of the crew chase after Ro, but are soon rounded up by the Bajoran terrorists. Orta forcefully insists his people were not responsible for the destruction of Solarion IV.

Kennelly's conspiracy

Back on the *Enterprise*, Ro finally admits that Kennelly ordered her to offer Orta ships and weapons to help in his fight against the Cardassians – on condition that his group halt their attacks on Federation outposts.

The *Enterprise* escorts an *Antares*-class freighter, supposedly carrying Orta's group, back to Valo III. Two *Galor*-class Cardassian Warships approach the convoy; Gul Dolak hails the *Enterprise* and asks the starship to stop protecting a known terrorist vessel. Picard refuses to comply, and the Cardassians destroy the Bajoran ship.

Picard then accuses Kennelly of entering into a secret anti-terrorist pact with the Cardassians forces truly responsible for the attack on Solarion IV. The captain also suggests that Ro's offer was simply designed to break Orta's cover, making him a prime target for Kennelly's co-conspirator. Luckily, the Bajoran ship was empty at the time that it was destroyed – Picard already suspected a trap, and kept Orta's group safely on board the *Enterprise*. The admiral can now expect to face a court martial and imprisonment.

Picard asks Ensign Ro to continue her service on the *Enterprise*. He believes she has the makings of an exceptional officer.

ON SCREEN...



1 Admiral Kennelly orders Captain Jean-Luc Picard to seek out Orta, a Bajoran terrorist, and somehow persuade him to stop attacking Federation outposts and colonies.



2 During her service on the *U.S.S. WELLINGTON* Ro Laren disregarded orders, resulting in the loss of eight officers. When Ro joins the *U.S.S. ENTERPRISE*, Commander Riker makes her remove her Bajoran earring in accordance with Starfleet dress code.



3 An away team visit Bajoran leader Keeve Falor at the settlement camp on Valo II. In exchange for much needed clothing and blankets, Keeve reveals Orta's location.



4 Bartender Guinan convinces the troubled Ensign Ro to tell Picard the truth about Kennelly's secret offer to Orta and his followers.



5 Gul Dolak and Admiral Kennelly believe they have seen the last of Orta and his followers. In reality, the Bajorans are safely aboard the *ENTERPRISE*.



6 Ro Laren accepts Picard's offer to remain in service aboard the *ENTERPRISE* – on condition that she is allowed to resume wearing her earring.

STARSHIP FACTS

Jean-Luc Picard's Aunt Adele recommended ginger tea as a cure for the common cold.



'Silicon Avatar'

An away team from the *U.S.S. Enterprise NCC-1701-D* narrowly survive an encounter with the mysterious and destructive **Crystalline Entity**. Captain Jean-Luc Picard is determined to communicate with the life form, but Dr. Kila Marr has other ideas . . .

CAPTAIN'S LOG STARDATE: 45122.3

"We have notified Starfleet Command of our intention to pursue and investigate the Crystalline Entity. To that end, we have been joined by Dr. Kila Marr, a xenologist who has made studying the entity her life's work."

Crew members from the *U.S.S. Enterprise NCC-1701-D* participate in a land survey of **Melona IV**. Their work is interrupted by the appearance of the **Crystalline Entity**, a spaceborne life form previously responsible for the destruction of the entire **Omicron Theta** colony in 2336.

The **Starfleet** officers guide the Melona IV colonists into a cave laced with **fistrium** and **kelbonite**, then seal it with **phasers**. The cave walls withstand the Crystalline Entity's destructive power; **Lt. Worf** arrives later to rescue the survivors.

Dr. Kila Marr, a xenologist who has devoted her life to studying the Crystalline Entity, comes aboard the *Enterprise*. **Captain Jean-Luc Picard** offers to have **Lt. Commander Data** escort Marr down to Melona IV, but the scientist objects to his participation. Kila's 16-year-old son **Raymond Marr** died on Omicron Theta, and she knows that Data's brother **Lore** lured the life form to the colony.

The *Enterprise* follows the entity to the **Brechtian Cluster**. Dr. Marr is surprised when Picard reveals his intention to communicate with the Crystalline Entity and offer it alternative energy sources; the xenologist clearly believes the life form must be destroyed, not reasoned with.

Android embodiment

Dr. Marr is intrigued to learn that Data carries in his memory cells journals written by the Omicron Theta colonists; she asks the android to mimic the sound of her son's voice and recite entries from his logs. Tears well up in her eyes when she hears that Raymond was proud of her achievements.

The Crystalline Entity draws close to the *Enterprise*; Data transmits a series of **graviton** pulses that elicit a favorable response from the life form. Before a dialogue can be properly established, however, Dr. Marr sends out a modified graviton beam that causes the Crystalline Entity to explode.

Marr's quest for vengeance is finally over, and so is her scientific career. When Kila bids farewell to Data, the android bleakly suggests that Raymond Marr would no longer be proud of his mother's work.

ON SCREEN...



1 Commander Riker, Lt. Commander Data, and Dr. Beverly Crusher take part in a land survey of Melona IV. Their work is interrupted by the sudden appearance of the Crystalline Entity over the planet.



2 Most of the colonists make it to the safety of a nearby cave. When they are rescued some hours later, the survivors are shocked to find that the Crystalline Entity has reduced Melona IV to a wasteland.



3 Dr. Kila Marr is anxious to speak to the Melona IV colonists, as they are the first people ever to survive an encounter with the Crystalline Entity.



4 Dr. Marr's hostility toward Data softens when she listens to the android recite from the journals of her late son, Raymond Marr.



5 Captain Picard and his crew try to communicate with the Crystalline Entity, but Dr. Marr exacts her revenge by blowing up the mysterious life form.



6 The emotionless Data cannot offer Kila Marr any glib words of comfort, and he even suggests that her son would no longer be proud of her destructive actions.

STARSHIP FACTS

A Commander Riker's close friend Carmen Davila, an engineer on Melona IV, is killed by the Crystalline Entity.



'Blaze of Glory'

The **Maquis** terrorist group were thought to have been wiped out by the **Dominion**, but **Captain Benjamin Sisko** discovers that his old enemy, **Michael Eddington**, may be involved in a final, devastating act of revenge against **Cardassia**.

'BLAZE OF GLORY'

"There's nothing either one of us can do to stop those missiles hitting their targets. They're cloaked, highly maneuverable, programmed to change course at random. You'll never find them."

— Michael Eddington to Captain Sisko.

General **Martok** brings **Captain Benjamin Sisko** a message, picked up during a routine **Klingon** border patrol, that strongly suggests not every member of the **Maquis** has been eradicated by the **Dominion**. The message is from a woman named **Rebecca Sullivan**, and is addressed simply to "Michael;" it reveals that a volley of **Maquis** missiles are scheduled to land on **Cardassia** in 13 days time.

Martok is forced to admit that not long ago, the **Klingon High Council** decided to aid the **Maquis** in their fight against the **Cardassians** by giving them 30 **Class-4 cloaking devices**. The general knows full well that a cloaked missile assault on **Cardassia** could prove disastrous for the **Klingons** and the **Federation**: the **Maquis** had access to tricobalt explosives, biogenic weapons, and antimatter warheads, exactly the kind of arsenal that would oblige the **Dominion** to launch an all-out counterstrike in the **Alpha Quadrant**.

Sisko decides he has no choice but to go directly to the source of the problem — **Michael Eddington**, the disgraced former **Starfleet** officer and **Maquis** leader who now resides in a starbase brig.

Embittered prisoner

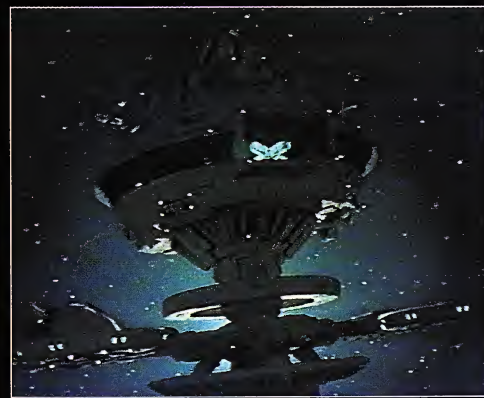
From the safety of his cell, **Eddington** refuses to help his old adversary track down the launch site required to stop the missiles reaching their target. The fanatical freedom fighter professes not to be concerned about the loss of life that will follow his final, desperate act of revenge against **Cardassia**; he shed his last tears when the **Dominion** slaughtered the **Maquis**.

Sisko, however, is in no mood for mind games, and simply drags **Eddington** onto a **Runabout** bound for the **Badlands**. When the captain later gives his prisoner a replicated meal, **Eddington** wastes no time in singing the praises of real food over synthetic substitutes. This proves to be the prelude to another denunciation of Sisko and the **Federation**; **Eddington** even goes so far as to suggest that the captain's obsession with capturing his errant security officer actually hastened the demise of the **Maquis**. In response, Sisko comments that **Eddington's** friends and comrades died solely "because you ... sold them dreams

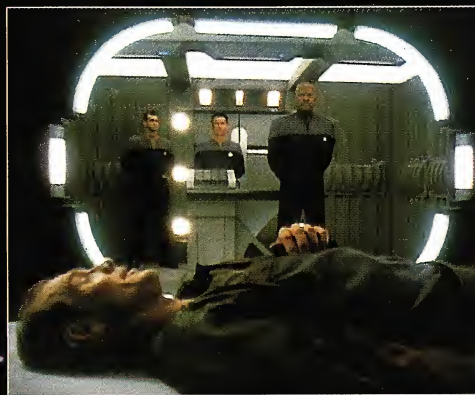
ON SCREEN...



1 A routine **Klingon** border patrol brings to light a chilling message from a female **Maquis** member, confirming the launch of a vengeful missile strike against **Cardassia**.



2 **Captain Sisko**, hoping to avoid war with the **Dominion**, decides to visit the starbase where former **Maquis** leader **Michael Eddington** is being kept prisoner.



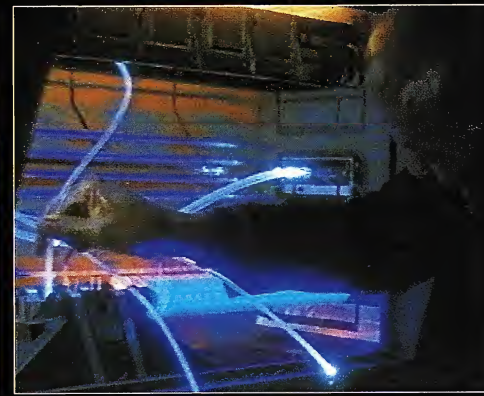
3 **Eddington** declines to help **Sisko** track down the cloaked missiles, claiming that he has lost the will to live since the **Maquis** were wiped out by the **Dominion**.



4 **Sisko** refuses to take no for an answer and hauls **Eddington** onto a **RUNABOUT** bound for the **Badlands**. The two old enemies soon resume their vitriolic verbal sparring.



5 **Sisko** calls **Eddington's** bluff by leaving their **RUNABOUT** open to a **Jem'Hadar** attack. The **Maquis** leader swiftly forgets his death wish and takes control of the helm.



6 In order to evade two pursuing **JEM'HADAR** WARSHIPS, **Sisko** has to enter a **Jefferies tube** and manually realign the **RUNABOUT's** impulse flow regulators.





'Blaze of Glory'

of a military victory when what they needed was a negotiated peace."

The disgraced Starfleet officer is momentarily deflated by this withering observation, but it is not long before he returns to his favorite theme – his overwhelming desire to join the Maquis in death. Sisko decides to test the sincerity of Eddington's death wish by leaving their *Runabout* open to a **Jem'Hadar** attack.

The Maquis leader rapidly takes control of the helm, plotting a spiral course around a plasma filament in an effort to disguise the *Runabout*'s warp signature. After this plan fails, Eddington persuades Sisko to manually realign the vessel's **impulse flow regulators** – a dangerous operation while the engines are still running. Despite heavy enemy fire, the captain bravely pulls off this maneuver, and the resulting plasma explosion not only blasts away two pursuing **Jem'Hadar Warships** but also sends the *Runabout* shooting forward. Eddington finally agrees to help deactivate the missiles, although he also promises to kill Sisko when their mission is over.

Unlikely allies

Eddington claims that the Maquis missile launcher is hidden on **Athos IV**, "a grim little fog-bound piece of rock in the middle of nowhere" hidden by static and interference. When they eventually land on the planet, the two unlikely allies crawl through a system of underground tunnels built by the Maquis; at the end of their journey they suddenly encounter two Jem'Hadar soldiers.

Sisko and Eddington work together to defeat their assailants. Eddington clearly did not expect the presence of the Jem'Hadar, and he is devastated to find a derelict plaza littered with the bodies of Maquis members. His spirits are lifted when he comes face to face with a small group of living hostages, including Rebecca Sullivan – who, it transpires, married Michael Eddington two weeks before he was captured.

Rebecca and Michael finally tell Sisko the truth – there never were any cloaked missiles. The Maquis leader simply needed a *Runabout* to evacuate his allies from Athos IV; talk of a retaliatory strike was just a ploy designed to gain Sisko's unwitting assistance, and to let Eddington know Rebecca had reached this fall-back position. The Jem'Hadar landed on the planet three days ago; they kept only a few, senior Maquis prisoners alive.

A furious Captain Sisko realizes he has no choice but to lead the Maquis back to his *Runabout*. When a swarm of Jem'Hadar soldiers do their best to stop the escape bid, Eddington volunteers to stay behind and single-handedly take on the Jem'Hadar. He goes out in a blaze of glory, buying Sisko and

the others enough time to make good their escape.

When he returns to *Deep Space Nine*, Captain Sisko finally admits that despite his traitorous activities, Eddington was in some ways the most loyal man he ever met. He was a Maquis right to the bitter end.

ON SCREEN...



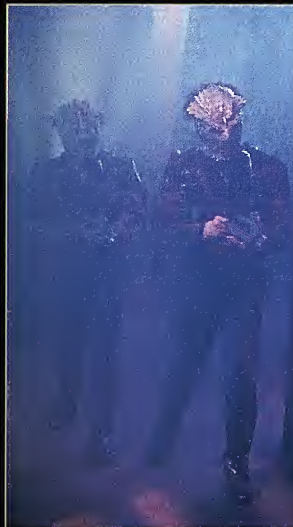
7 The plasma explosion created by Sisko and Eddington sees off the two JEM'HADAR WARSHIPS and blasts the RUNABOUT on through the Badlands.



8 Eddington finally agrees to help Sisko halt the missiles bound for Cardassia, and directs the RUNABOUT to a Maquis launch pad hidden away on Athos IV.



9 Back on station DEEP SPACE NINE, Nog objects to the rowdy behavior of General Martok and his officers. The young Ferengi's reckless bravado finally gains him some respect from the Klingons.



10 Sisko and Eddington touch down on Athos IV and make their way through a series of underground tunnels built by the Maquis. They are shocked to find that the base has been invaded by the Jem'Hadar; the unlikely allies team up to defeat two Jem'Hadar soldiers.



11 Eddington is finally reunited with his new bride, Rebecca Sullivan. The couple admit they deceived Sisko so that he would be forced to rescue the Maquis.



12 Eddington sacrifices his own life so that the rest of the party can make it back to the RUNABOUT. He dies after uttering a single word – "Rebecca."

STARSHIP FACTS

When Quark suggests that *Deep Space Nine* will be the Dominion's first target in their war with the Federation, Morn hits the Ferengi barkeep with a stool and then runs out screaming "We're doomed." Soon after, Major Kira witnesses Morn, stark naked, rushing into the Bajoran shrine and crying out to the Prophets for protection.



Q

This omnipotent being from the **Q Continuum** was first encountered in 2364, by **Captain Picard**. Q's encounters with humanity have included introducing **Starfleet** to the **Borg**. (*Starship Log*: 'Encounter at Farpoint' [TNG]; 'Q-Less' [DS9]; 'Death Wish' [VOY]) **SEE FILES 17, 57, 69, 70, 71**

Q, Planet In 2367, this **Federation** planet was treated to a performance by the **Karidian Company of Players**. It was attended by **Thomas** and **Martha Leighton**. One of the actors, **Lenore Karidian**, murdered **Thomas Leighton** the next day. (*Starship Log*: 'The Conscience of the King' [TOS]) **SEE FILES 3, 68**

Q civil war A struggle for greater individual rights, spearheaded by **Quinn's** freedom faction, was opposed by the conservative **Q** faction lead by the Colonel. The Q civil war threatened to destroy the **Q Continuum** and endangered the universe in 2373. Q ended the war by mating with a Q female and producing the first Q child, a symbol of change and hope. (*Starship Log*: 'The Q and the Grey' [VOY]) **SEE FILES 17, 57, 71**

Q Continuum The dimension occupied by **Q** and his people. Violation of Q Continuum ethics results in banishment and a loss of powers. **Captain Janeway** was shown the Q Continuum in metaphors, including an Earth gas station and an American civil war battle. (*Starship Log*: 'Encounter at Farpoint' [TNG]; 'Death



Wish' [VOY]) **SEE FILE 17, 69, 71**

Familiar visual signals help humans to perceive the Q Continuum.

q'lava A colorful **Vorta** finger food. In 2373, **Kilana** offered q'lava to **Captain Sisko**, adding that it was a favorite of hers. Sisko declined, suspecting the q'lava might be harmful to him. (*Starship Log*: 'The Ship' [DS9]) **SEE FILES 58, 70**

Q'Maire A **Talarian** starship. Despite being equipped with only **neutral particle weapons**, **X-ray lasers**, and **Merculite rockets**, the Q'Maire's **Captain Ender** challenged the **U.S.S. Enterprise NCC-1701-D** in 2367, in order to get back his adopted son, **Jono**. (*Starship Log*: 'Suddenly Human' [TNG]) **SEE FILES 18, 40, 69**

Q'orat This **Klingon** was one of the **High Council's** members in 2368, during the power struggle between the **Duras family** and **Gowron**. (*Starship Log*: 'Redemption', Part II [TNG]) **SEE FILE 69**



The omnipotent being known as Q has plagued several Starfleet captains, most notably Jean-Luc Picard and Kathryn Janeway.

q'parol This main course dish is known for its time intensive preparation requirements. **Keiko O'Brien's** plan to serve q'parol at **Miles's** birthday party in 2373 was carried out by the **Pah-wraith** inhabiting her body. (*Starship Log*: 'The Assignment' [DS9]) **SEE FILE 70**

qa'vak A **Klingon** game in which players throw a spear through a rolling hoop to hone their hunting skills. **Worf** taught qa'vak to Klingon children in a **Romulan** prison camp in 2369. (*Starship Log*: 'Birthright', Part II [TNG]) **SEE FILES 12, 69**

"Qab jIH nagil" This **Klingon** phrase means literally, "Face me if you dare." It is the ceremonial wording used to initiate a challenge in the **Klingon Rite of Succession's Sonchi ritual**. (*Starship Log*: 'Reunion' [TNG]) **SEE FILES 11, 69**

Qam-Chee The **Klingon** city where **Kahless** and **Lukara** defeated 500 warriors and began their mythical romance. (*Starship Log*: 'Looking for par'Mach in All the Wrong Places' [DS9]) **SEE FILES 11, 70**

Qapla' This word means 'success' in the **Klingon** language. Qapla' is primarily used as a parting phrase, much like 'farewell,' or 'good luck.' (*Starship Log*: 'Sins of the Father' [TNG]; *Star Trek III: The Search for Spock*) **SEE FILES 11, 69, 74**

Qatai This grizzled humanoid male hunted a massive **bioplasmic** life form for decades after it consumed his family. Qatai helped expel the **U.S.S. Voyager NCC-74656** from the creature's digestive tract in 2375. (*Starship Log*: 'Bliss' [VOY]) **SEE FILES 40, 71**

QiVon The **Klingon** word for knee. In 2370, when **Jadzia Dax** introduced herself to **Kor**, she proved that she had **Curzon's** memories by knowing that speeds of **warp 8** make Kor's left QiVon ache. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 11, 70**

Q
Q, Planet
Q civil war
Q Continuum
q'lava
Q'Maire
Q'orat
q'parol
qa'vak
"Qab jIH nagil"
Qam-Chee
Qapla'
Qatai
QiVon
Qo'noS
Qol
Qu'Vat, I.K.S.
Qu'valth
Quadra Sigma III
quadrant
Quadrant 904
quadroline
Quadros-1 probe
quadrotitcale
Quaice, Dr. Dalen
Qualor II
quantometer probe
quantum anomaly
quantum chemistry
quantum cohesion
quantum filament
quantum fissure



The Talarian ship Q'MAIRE was a much smaller vessel than the U.S.S. ENTERPRISE NCC-1701-D, but its captain was prepared to attack the Federation ship, if it proved necessary to rescue his adopted human son.



Dr. Thomas Leighton grew up with James Kirk on Tarsus IV, but he and his wife later made their home on Planet Q.



Qo'noS

The native name of the **Klingon Empire's** homeworld. It is pronounced 'Kronos.' (*Starship Log: Star Trek VI: The Undiscovered County*) **SEE FILES 11, 69, 70, 71, 77**

Qol

A **Ferengi** who, in 2368, worked for **Par Lenor**. Qol and Lenor tricked their way onto the **U.S.S. Enterprise NCC-1701-D** when the **Kriosian Ambassador Briam** was also on board, hoping to talk business. (*Starship Log: 'The Perfect Mate'* [TNG]) **SEE FILE 69**

Qu'Vat, I.K.S.

This **Vor'cha-class Klingon Battle Cruiser** brought Klingon **Governor Torak** to meet with **Captain Picard** on the **U.S.S. Enterprise NCC-1701-D**, to discuss the murder of **Lt. Keith Rocha** on **Relay Station 47**. (*Starship Log: 'Aqui'* [TNG]) **SEE FILE 69**



◀ The **I.K.S. QU'VAT** ferried important diplomats to a **Starfleet** facility, so that they could discuss possible **Klingon** involvement in a murder.

Qu'vatlh

General Martok used this **Klingon** insult to describe **Worf** and his son, **Alexander**. He called them "stubborn, tiresome Qu'vatlh." (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILES 11, 70**

Quadra Sigma III

A 504-person **Federation** mining colony was located on this planet. In 2364, the facility was devastated by an explosion, possibly caused by seeping, methane-like gas. The **U.S.S. Enterprise NCC-1701-D** responded to a distress signal sent by the colonists. (*Starship Log: 'Hide and Q'* [TNG]) **SEE FILES 3, 69**

quadrant

A navigational and mapping reference divides the Milky Way Galaxy into four quadrants. The system was adopted some time before 2366. (*Starship Log: 'The Price'* [TNG]; *'Emissary'* [DS9]; *'Caretaker'* [VOY]) **SEE FILES 3, 4, 69, 70, 71**



Quadrant 904

This starless zone of space contains **Gothos**, a planet manufactured by the omnipotent being **Trelane**. In 2267, Quadrant 904 was renamed in accordance with the new standard quadrant classification system. (*Starship Log: 'The Squire of Gothos'* [TOS]) **SEE FILE 68**

◀ The omnipotent youth **Trelane** created a planet in **Quadrant 904**, and set himself up as its squire.

quadroline

A drug given to trauma victims on **Malcor III**. Crisis room physicians at the **Sikla Medical Facility** planned to give an injured **William Riker** quadroline, until they realized he was not a native **Malcorian**. (*Starship Log: 'First Contact'* [TNG]) **SEE FILE 69**

Quadros-1 probe

This 22nd-century automated information-gathering device was targeted to study the **Gamma Quadrant**. Among the data it returned was information on the previously undiscovered **Idran system**. (*Starship Log: 'Emissary'* [DS9]) **SEE FILE 70**



◀ A **Klingon** plot to poison a shipment of **quadrotriticale** was uncovered when tribbles died after feeding on the grain.

Quaice, Dr. Dalen

Beverly Crusher interned with this **Starfleet** doctor on **Delos IV**, in 2352. Quaice worked on **Starbase 133** for six years until the death of his wife, **Patricia Quaice**. The **U.S.S. Enterprise NCC-1701-D** gave Quaice transportation home to **Kenda II** in 2367. (*Starship Log: 'Remember Me'* [TNG]) **SEE FILES 43, 69**

Quakor II

This **Federation** planet is frequented by salvagers and arms dealers attracted by its orbiting **Surplus Depot Zed-15**. The facility is maintained by **Zakdorn** quartermaster **Klim Dokachin**. (*Starship Log: 'Unification', Part I* [TNG]) **SEE FILES 3, 40, 69**

quantometer probe

In 2370, **Jadzia Dax** used a quantometer probe, set to an energy flux resolution of 0.1 microdynes, to study a **protouniverse**. Results indicated the protouniverse contained life. (*Starship Log: 'Playing God'* [DS9]) **SEE FILES 5, 70**

quantum anomaly

SEE: quantum fissure

quantum chemistry

An academic discipline taught at **Starfleet Academy**. **Harry Kim** would have failed fourth year quantum chemistry had it not been for the guidance of his roommate, **James Mooney MacAllister**. (*Starship Log: 'The Cloud'* [VOY]) **SEE FILES 43, 71**

quantum cohesion

This is a measure of an entity's subatomic integrity. A duplicate **U.S.S. Voyager NCC-74656**, created in a **spatial scission** in 2372, threatened the quantum cohesion of the original as well as the copy. (*Starship Log: 'Deadlock'* [VOY]) **SEE FILES 5, 71**

quantum filament

This dangerous space phenomenon creates **subspace** distortions and high-energy particles. It can measure up to several hundred meters long, and has virtually no mass. Two quantum filaments crippled the **U.S.S. Enterprise NCC-1701-D** in 2368. (*Starship Log: 'Disaster'* [TNG]) **SEE FILE 69**

quantum fissure

A convergence point in spacetime shared by all quantum realities. When **Worf's** shuttlecraft accidentally flew into a quantum fissure in 2370, realities began to overlap. An inverse warp field successfully repaired the hole. (*Starship Log: 'Parallels'* [TNG]) **SEE FILES 5, 69**

◀ **Worf's** journey into a quantum fissure brought the surprised **Klingon** into contact with thousands of realities.





Q continued

quantum fluctuations

Pathways between universes, as theorized by Dr. Stephen Hawking. (*Starship Log: 'Descent', Part I [TNG]*) **SEE FILES 56, 69**

quantum flux

An entity not fixed to a single quantum reality is in a state of quantum flux. **Worf's** encounter with a **quantum fissure** left him in quantum flux. (*Starship Log: 'Parallels' [TNG]*) **SEE FILES 5, 69**

quantum flux regulator

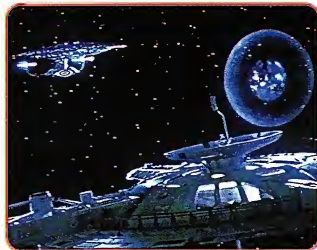
An engineering tool. **Chief O'Brien** could still identify a mark 3 quantum flux regulator after 20 years in an **Argrathi** prison. (*Starship Log: 'Hard Time' [DS9]*) **SEE FILES 43, 70**

quantum imaging scanner

A component in a **Vidiiian** device. Quantum scanning produces micro-cellular information about the target, including its **DNA** sequence. (*Starship Log: 'Phage' [VOY]*) **SEE FILE 71**

quantum implosion

A catastrophic reaction that breaks down nuclear fusion. **Dr. Soran** used a quantum implosion to collapse the **Amargosa** star. (*Starship Log: 'Star Trek Generations'*) **SEE FILES 53, 78**



A quantum implosion set off by Tolian Soran rocked the Amargosa star system in 2371.

quantum level analysis

An extremely fine level of sensor scrutiny. A quantum level study was required to differentiate space turbulence from a rare **spatial scission** that duplicated the **U.S.S. Voyager** in 2372. (*Starship Log: 'Deadlock' [VOY]*) **SEE FILE 71**

quantum matrix

An object's underlying subatomic structure is known as its quantum matrix. **Deral of Meridian** blamed his planet's quantum matrix for its cyclical dimensional shifts. The experimental **quantum slipstream drive** of the **U.S.S. Voyager** relies on a stable quantum matrix. (*Starship Log: 'Meridian' [DS9]; 'Timeless' [VOY]*) **SEE FILES 18, 29, 70, 71**

Quantum Mechanics

This **U.S.S. Voyager NCC-74656** department works with items and measurements on the scale of atoms and elementary particles. (*Starship Log: 'The 37's' [VOY]*) **SEE FILES 29, 71**

quantum phase inhibitor

SEE: **Tox Uthat**

quantum reality

One of an infinite variation of realities predicted by quantum physics. In 2370, the quantum reality theory was manifested when millions of **quantum states** were seen within a **quantum fissure**. (*Starship Log: 'Parallels' [TNG]*) **SEE FILES 5, 69**



SOVEREIGN-class ships such as the U.S.S. ENTERPRISE NCC-1701-E are equipped with powerful quantum torpedoes.

quantum resonance charges

These energy weapons were launched by the **Pralor Automated Units** against the **U.S.S. Voyager** in 2372. They easily overwhelmed *Voyager's* defensive shielding, penetrated the hull, and destabilized the ship's **dilithium** matrix. (*Starship Log: 'Prototype' [VOY]*) **SEE FILES 40, 71**

quantum resonance oscillator

This subprocessor, contained within a **transporter** control module, is needed for transporting life forms. In 2372, **Seska** orchestrated the theft of a vital transporter control module from the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Maneuvers' [VOY]*) **SEE FILE 71**

quantum signature

An object's underlying subatomic frequency. Everything in the universe has the same signature, but objects also have a unique identifying signature based on their structure. In 2370, **Worf's** asynchronous quantum signature proved he was in the wrong reality. (*Starship Log: 'Parallels' [TNG]; 'A Simple Investigation' [DS9]*) **SEE FILES 5, 69, 70**

quantum singularity

A tiny or microscopic black hole; their effects include reversing **chroniton** particles and creating temporal dislocations. Some **Romulan** starships are powered by artificial quantum singularities. A type-4 quantum singularity temporarily trapped the **U.S.S. Voyager** in 2371. (*Starship Log: 'Timescape' [TNG]; 'Past Tense', Part I [DS9]; 'Parallax' [VOY]*) **SEE FILES 5, 35, 69, 70, 71**

quantum slipstream drive

This starship propulsion system can propel a vessel over 60000 light years in three months. Crew members aboard the **U.S.S. Voyager NCC-74656** built a quantum slipstream drive in 2375, but it proved to be unstable. (*Starship Log: 'Hope and Fear' [VOY]*) **SEE FILES 29, 64, 71**

quantum substructure database

When **Kes's** molecular structure began fluctuating in 2374, the **EMH** consulted this information catalog in his search for ideas to arrest her condition. (*Starship Log: 'The Gift' [VOY]*) **SEE FILES 29, 71**

quantum torpedo

This explosive device, fired from a starship, detonates on impact. Developed to pierce **Borg** deflector shielding, it was first used in 2372, aboard the **U.S.S. Defiant NX-74205**. (*Starship Log: 'Defiant' [DS9]; 'Dreadnought' [VOY]; 'Star Trek: First Contact'*) **SEE FILES 19, 26, 28, 70, 71, 79**

quantum fluctuations
quantum flux
quantum flux regulator
quantum imaging scanner
quantum implosion
quantum level analysis
quantum matrix
Quantum Mechanics
quantum phase inhibitor
quantum reality
quantum resonance charges
quantum resonance oscillator
quantum signature
quantum singularity
quantum slipstream drive
quantum substructure database
quantum torpedo
quantum warp theory
Quark
quaratum
quasi-energy microbes
quasimolecular flux
Quatal Prime
quatloo
Quazulu VIII
'Queen's Gambit, The'
Qui'al Dam
qui'lari
Qui'Tu
Quin'lat
Quinn
Quinn, Admiral Gregory
Quint, Ned
Quintana, Ensign
Quinteros, Commander Orfil



An unstable quantum matrix caused the planet Meridian to phase in and out of different dimensional spaces on a regular cycle.

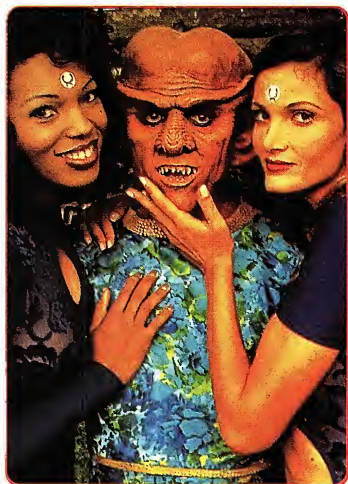


A quantum level analysis scan carried out by the U.S.S. VOYAGER NCC-74656 was sensitive enough to detect a spatial scission through space turbulence.



quantum warp theory

A branch of **subspace** physics. A working knowledge of quantum warp theory helped **B'Elanna Torres**, **Harry Kim**, and **Tom Paris** develop a **transwarp drive** in 2372. (Starship Log: 'Threshold' [VOY]) **SEE FILES 29, 71**



▲ **Quark loves gold-pressed latinum and beautiful women. The barkeep is not always a traditional Ferengi, however, and has been known to put the welfare of his friends before profit.**

Quark

This acquisitive **Ferengi** established **Quark's bar**, a gaming house and **holosuite** arcade on the **Cardassian** space station **Terok Nor**. Despite his criminal behavior, Quark was invited to remain on the station, under the careful eye of **Chief of Security Odo**, after the **Federation** assumed command and renamed it **Deep Space Nine** in 2369. Quark's brother, **Rom**, and nephew, **Nog**, worked at the bar, which became the social center of the station. The **mirror universe** Quark was executed in 2370. (Starship Log: 'Emissary' [DS9]) **SEE FILES 14, 51, 70**

quaratum

This material was stored in large containers in a cargo bay on the **U.S.S. Enterprise NCC-1701-D** in 2368. Quaratum is used in emergency thruster packs and will detonate if exposed to intense radiation. (Starship Log: 'Disaster' [TNG]) **SEE FILE 69**

quasi-energy microbes

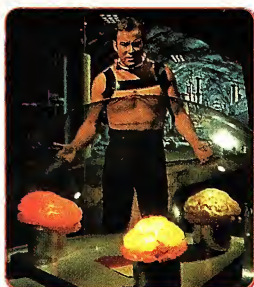
This life form, discovered in 2369, lives in a plasma streamer in the **Igo sector**. **Reg Barclay** thought he had **transporter psychosis** after seeing the microbes in a **transporter matter stream**. (Starship Log: 'Realm of Fear' [TNG]) **SEE FILE 69**

quasimolecular flux

Molecules that alternate between cohesive and incohesive conditions are described as being in quasimolecular flux. A **U.S.S. Enterprise NCC-1701-D** cargo bay bulkhead exhibited these symptoms after **solanagen**-based life forms discovered the ship. (Starship Log: 'Schisms' [TNG]) **SEE FILE 69**

Quatal Prime

In 2373, **Michael Eddington** led a **Maquis** attack on the **Cardassian**-settled planet Quatal Prime using biogenic weapons, forcing the Cardassians to abandon a productive mining operation. (Starship Log: 'For the Uniform' [DS9]) **SEE FILES 18, 70**



quatloo

Triskelion's Providers expressed bets and purchases in quatloos. Two thousand quatloos bought **Captain Kirk**, **Uhura**, and **Chekov**; a wager of 5000 bet that the insubordinate trio would have to be destroyed. (Starship Log: 'The Gamesters of Triskelion' [TOS]) **SEE FILE 18, 68**

◀ **In 2268, Captain James T. Kirk was one of three Starfleet officers sold into slavery for 2000 quatloos.**

Quazulu VIII

This planet was visited by a number of students from the **U.S.S. Enterprise NCC-1701-D** in 2364. One or more of the group brought a Quazulu VIII virus back to the ship, threatening all personnel. (Starship Log: 'Angel One' [TNG]) **SEE FILE 69**

'Queen's Gambit, The'

In this 20th-century secret agent **holosuite** program owned by **Julian Bashir**, a spy was charged with protecting the Queen of England from the evil **Lady Wantsomore**. (Starship Log: 'A Simple Investigation' [DS9]) **SEE FILES 43, 70**

Qui'al Dam

This barrier, built across a **Bajoran** waterway, controls the city of **Janir's** water supply. In 2371, Qui'al Dam repairs caused speculation that **Trakor's Third Prophecy** was being realized. (Starship Log: 'Destiny' [DS9]) **SEE FILES 10, 70**

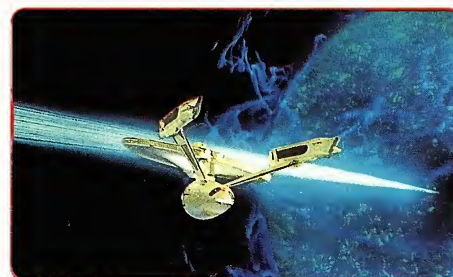
qui'lari

This **Vulcan** term refers to the bioelectric focal points of the body known to humans as the foramen magnum and chakras. **Jake Sisko's** muse, **Onaya**, manipulated his qui'lari to make him feel creative. (Starship Log: 'The Muse' [DS9]) **SEE FILES 58, 70**

Qui'Tu

The **Klingon** name for Eden. **Sybok** believed Qui'Tu, which he called **Sha Ka Ree**, was beyond the Great Barrier at the centre of the Galaxy. He hijacked the **U.S.S. Enterprise NCC-1701-A** to confirm his hypothesis. (Starship Log: **Star Trek V: The Final Frontier**) **SEE FILES 5, 11, 76**

▶ **Sybok took the hijacked U.S.S. ENTERPRISE on a quest for Qui'Tu.**



Quin'lat

A contemporary of **Kahless** died in this **Klingon** city while trying to prove himself superior to the wind. Kahless turned the event into a saying: "The wind does not respect a fool." (Starship Log: 'Rightful Heir' [TNG]) **SEE FILES 48, 69**

Quinn

This **Q** philosopher was an advocate of individual freedom. In 2372, Quinn's boredom with immortality led him to commit suicide. His death triggered a civil war that was settled with the birth of the first **Q** baby. (Starship Log: 'Death Wish' [VOY]) **SEE FILES 17, 57, 71**

Quinn, Admiral Gregory

This high-ranking **Starfleet** official alerted **Captain Picard** to the fact that **Starfleet Command** had been infiltrated by hostile forces. Quinn was later subjugated by those same forces. (Starship Log: 'Conspiracy' [TNG]) **SEE FILES 18, 19, 69**

Quint, Ned

The caretaker of **Felisa Howard's** home on **Caldos colony**. After Felisa died and left her estate to her granddaughter, **Beverly Crusher**, Quint warned Crusher about **Ronin**, an anaphasic life form he believed to be a ghost. The elderly caretaker died soon after. (Starship Log: 'Sub Rosa' [TNG]) **SEE FILES 7, 43, 69**

Quintana, Ensign

A friend of **Kira Nerys**, stationed on **Deep Space Nine**. When **Quark** awarded Kira free **holosuite** time, she immediately decided to pass it on to Quintana for his birthday. (Starship Log: 'Meridian' [DS9]) **SEE FILE 70**

Quinteros, Commander Orfil

One of the principal participants in the **U.S.S. Enterprise NCC-1701-D's** construction at the **Utopia Planitia Fleet Yards**. Quinteros was on **Starbase 74** when the **Enterprise** reported for computer upgrades in 2364. (Starship Log: '11001001' [TNG]) **SEE FILES 25, 69**